

Fire Flower Production Fall 2016: Roles and Responsibilities Survey

Please download this form, complete it and email it to sleeper@huntington.edu by August 19

Name

Step 1. Number 5 of the following positions you are interested in with 1 being the *most interested* and 5 being the *least*. Use the Description/Skill section below to inform your choices.

A. Available Positions

Production Management/Editorial

- Production Assistance
- Social Media Specialist
- Editor/Media Management

Concept and Development

- Concept: Character Design
- Concept: Environment & Color
- Concept: Set and Prop Design

Fabrication

- Puppet Fabrication
- Prop Fabrication

Scene Building

- Camera and Blocking
- Set Construction
- Lighting

Scene Building Cont.

- Production Rigging
- Character Animator

Digital Production Artists

- CG Asset Creation
- CG Animation
- CG Lighting/Textures

Post Production and FX

- Post FX Artist
- 2D FX Artist
- Composite Artist

**Step 2. Of the 5 positions chosen, check the box that best describes your interest/experience level.
If you check the 4th "experienced" box be sure to fill in the lines directly below.**

B. Descriptions/Skills

1. Production Assistance

Description: Through note-taking in production meetings and the upkeep of *Production Binders* the **Production Assistant's** job is to maintain the flow of information between the Producer, Director and various Production Teams.

Skills: Highly organized, understands production workflow and is good with artists.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

2. Social Media Specialist

Description: Taking photos of behind the scenes production moments and maintaining the Fire Flower production blog and bulletin board.

Skills: Self-motivated. Photography skills are a must and experience with Social Media.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

3. Editor/Media Management

Description: Keeper of the Story/Progression Reel. File organization, back-up and management of production media and the upkeep of progression reel and facilitation of contextual screenings

Skills: Self-motivated, highly organized with attention for details. Extensive knowledge of Premiere and Chronosync.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

4. Concept and Development: Character Design

Description: Design for all Characters in every variation contributing to Design Workbook and Puppet Binders.

Skills: Highly creative, research oriented with strong drawing skills. Experience with digital drawing and painting.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

5. Concept and Development: Environment & Color

Description: Color Scripting for entire production and Color Concepts for each environment.

Skills: Strong drawing and painting skills, research oriented with a background in Color Theory.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

6. Concept and Development: Set and Prop Design

Description: Works closely with the Scene building team to produce detailed drawings for Props and Sets.

Skills: Strong drawing skills, research oriented with attention for detail.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

7. Puppet Fabrication

Description: Works closely with Character Design Team and Director to build Stop Motion Puppets based on approved Designs.

Skills: Traditional sculpting skills, some experience with puppet making, sewing skills are a plus.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

8. Prop Fabrication

Description: Works closely with Set and Prop Design and Scene Building Teams to fabricate functional props.

Skills: Shop skills, some experience with small wood and rigid foam construction, painting, etc..

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

9. Scene Building: Camera and Blocking

Description: Works closely with Director to determine Staging and Camera placement/motion.

Skills: Working knowledge of staging characters, Stop Motion cameras, lens choices and Dragonframe. Some experience with Computerized Motion Control. Set building skills are a plus.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

10. Scene Building: Sets Construction

Description: Works closely with Camera/Blocking and Lighting Team to build initial Mock-up Sets through to Final Production Sets all approved through the lens camera .

Skills: Experience with rigid foam construction and various set building processes such as plaster textures, fake foliage, faux surfaces , scene painting, etc.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

11. Lighting

Description: Works with Scene Building Teams and Director to set up Lighting that reflects established Color Script and will function in the scene.

Skills: Working knowledge of Lighting and Grip equipment. Live-action film experience is a plus.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

12. Production Rigging

Description: Works with Scene Building and Fabricating Teams to Resolve any practical FX and rigging issues on Set.

Skills: Working knowledge of Practical Rigging and Grip equipment. Extensive knowledge of practical animation and "MacGyver skills" are a must. Some puppet making experience a plus.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

13. Character Animator

Description: Works with Puppet Fabrication to "road test" and refine Final Puppets. Works with Scene Building Teams and Director to establish initial blocking through to Final Performance.

Skills: Strong Character Performance skills are a must. Combined with self-motivation and experience with Stop-motion puppet animation workflow.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

14. CG Asset Creation

Description: Creates and Rigs CG Character Assets based on Approved Character Designs

Skills: Extensive knowledge of Modeling and Rigging in Maya.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

15. CG Animation

Description: Works with CG Asset team to "road test" and refine CG Puppets. Works with Director based on Stop Motion Production Footage to establish initial blocking through to Final Performance

Skills: Strong Character Animation skills in Maya.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

16. CG Lighting/Textures

Description: Works with Lighting Team, Composite Artist and Director to texture CG Puppets and replicate Stop-motion Lighting for a seamless composite.

Skills: Lighting and texturing skill in Maya with experience in HDR scene matching/compositing.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

17. Post FX Artist

Description: Works with Director, CG Supervisor Art Director to research and create Seamless Digital FX based on Story Reel and Color Concept.

Skills: Motion Graphic skills are a must. Research oriented and a working knowledge of After Effects.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

18. 2D FX Artist

Description: Works with Director and Art Director to research and create Seamless 2D Animated FX based on Story Reel and Color Concept.

Skills: 2D Animation skills are a must. Research oriented and a working knowledge of Toonboom.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.

19. Composite Artist

Description: Works with Director, Editor and Production Artists to establish Composite Workflow and facilitate Scene Approvals during Production and Final Composite Footage in Post Production.

Skills: Motion Graphic skills are a must. Detail oriented with an extensive working knowledge of After Effects.

- I have no interest whatsoever.
- I am mildly interested and would like to learn more.
- I believe I could be good fit for this position and would like to learn more.
- I have some experience and am definitely interested in growing in this area.

Please list any experience that you think make you qualified for this position.